

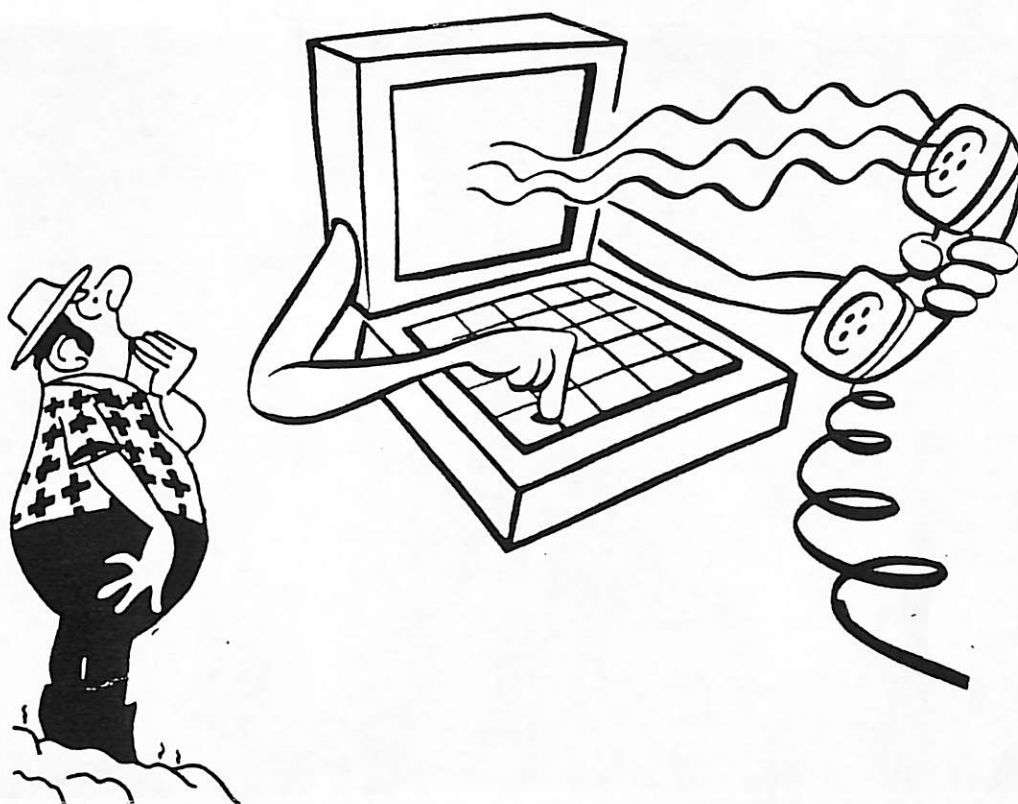
Melbourne Commodore Computer Club Inc.

MCCC News

INC.

The Monthly Newsletter from the Family Computer Club
MARCH 1995

P.O. Box 177,
Box Hill, Vic.



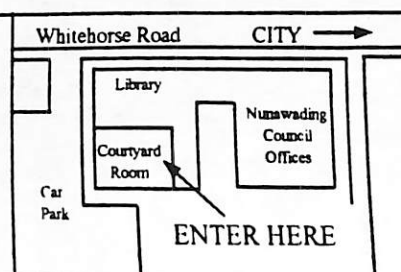
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Club Meeting Dates for 1995

11th January 1995	8th February 1995
8th March 1995	12th April 1995
10th May 1995	14th June 1995
12th July 1995	9th August 1995
14th September 1995	11th October 1995
9th November 1995	13th December 1995

Club meetings are held on the second Wednesday of each month, 7.30 pm., at the Nunawading Civic Centre in the Courtyard Room.





MEMBERSHIP FEES - Visitors Welcome
\$35 per year Family Membership
\$3 VISITOR (family - includes FREE Newsletter)
BENEFITS OF MEMBERSHIP

- * Monthly newsletter mailed to all members.
- * Pedlar's trading table selling recycled computer wares and blank 3 1/2" and 5 1/4" disks at competitive prices.
- * Magazine Library - Magazines are available for members to borrow.
- * Access to the club's extensive C64 & Amiga PD libraries - club disks available at meetings for only \$2 each.
- * Help is available to assist in solving problems.
- * Computers for members' use.
- * Monthly demonstrations



COMMITTEE FOR 1994/95 CLUB YEAR

PRESIDENT Bernie O'Shea
SECRETARY Bob Morrow
SECRETARY'S ASSISTANT Jim Davies
TREASURER George Flanagan
EDITOR Dorothy Millard
C64/128 LIBRARIAN Shirley Young
AMIGA LIBRARIAN Brett Eden & Darryl Hunter
PEDLAR/DISK SALES Grant Davies
MAGAZINE LIBRARIAN Brett Eden
PUBLICITY Rob Jackson
COMMITTEE MEMBER Leoni Parsons
COMMITTEE MEMBER



MARCH MEETING

Annual General Meeting - All positions will become vacant and we invite nominations for the following positions:

President
 Secretary
 Secretary's Assistant
 Treasurer
 Newsletter Editor
 C64/128 Librarian
 Amiga Librarian
 Pedlar/Disk Sales
 Magazine Librarian
 Publicity
 General Committee Members



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All opinions expressed are those of the authors of individual articles and not necessarily those of the MCCC Inc.



Newsletter Editor
 Dorothy Millard, 12 Venetian Court,
 Croydon, Vic. 3136. Telephone (03) 725-0682
 Articles for the newsletter may be hardcopy (handwritten is equally acceptable), C64, Amiga or PC disk. All club members are invited to submit articles.



Modems - Although unable to demonstrate the use of a modem due to the lack of a telephone line, it will be explained what they are and how they are used, etc.



You can't help but notice the new cover on this issue of MCCC News. I hope you like it, the graphic being topical concerning telecommunications.

Preparing this newsletter in the middle of a heatwave, I decided it would be a good idea to move the computer into a cooler room where the air-conditioner is. Simple one would have thought, but it was not to be. The computer worked fine but the printer wouldn't come on line. At first there was no power to the printer at all. A loose cable solved this, but the printer still wouldn't come on line. Eventually we tracked it down to being plugged into the wrong port! A silly mistake when you think about it. The next job is to label the ports!

Another year has passed and we are again looking towards the club's A.G.M. At this point in time I would like to stand down as Newsletter Editor, as I don't have the time I used to and my interest in Commodore 8 bit computers has waned. I still use my Commodore 64, mainly for adventuring these days, but I find the faster machines more suitable for word processing and desktop publishing. I will give any help I can to anyone who might be interested in taking on the challenge of producing the newsletter each month for the club. I am not going anywhere and I am quite prepared to help in any way I can. I have a stock of articles to get you going and regular contributors write articles which are often "ready for publication."

In this month's newsletter you will find both the Treasurer's and President's reports. Please take the time to read them before the meeting. Elaine has again written an excellent article on BASIC programming.

Dorothy

The Editor's Bytes

\$\$\$\$\$ PEDLAR'S CORNER \$\$\$\$\$

Make yourself some money and sell your superseded computer wares at Pedlar's Corner. Bring goods to be sold along at around 7.00 pm. and pick up your money and anything left at 9.15 pm.

Please complete a form detailing the goods to be sold and the price wanted. Forms are available from Pedlar and are printed periodically in the newsletter. Please also ensure that goods are labelled with your name and the price required.

Note a commission of 10% is payable to the club.

Pedlar's Table will have a quantity of brand new 1351 mice for sale, suitable for C64/128 users. Essential for all GEOS users. ONLY \$40 each.

DPaint HINTS AND TIPS

1. Saving Deluxe Paint pictures with STENCIL mode on will take up more space on your disk. If you do not have much space on your disk, save the STENCIL only on another disk using the stencil save requestor.
2. Use the (U KEY) to undo especially if you do not have the toolbox menu on screen, you can't undo after pressing the F10 key.
3. Use the cursor keys to move the picture away from the menu strip and toolbox LEFT, RIGHT, UP, and DOWN.
4. If you press the HELP key it will re-set colour 1 to black and colour 2 to white. By using the SHIFT and { } keys you can step through the palette to select the background colour in the same way the [] keys allow you to pick the foreground colours.
5. Get to know the key board commands, this will save a lot of time as you are painting.
6. The first thing to do before you start painting is prepare the palette with the colours and the cycles you think you will need, make this your first project.
7. If you are loading your programs from CLI how many times have you mis-spelled the names of them, big program names like Deluxe Paint II and have to re-type it? Why not rename it "DP" it makes for much faster typing time. Make sure that you have nothing else the same name as that disk "DP"
8. To toggle the pointer on and of use the DELETE key.

10. You can rotate the ellipse by moving the mouse while holding the left mouse button down for the second time.
11. Save your work each hour. By running out of memory or the little red man that call the GURU an afternoon's work with a 512k of memory can all be lost. A detailed painting can take several days or nights to complete and can be disheartening.
12. If you expect to go a little bit over board with a painting use the CTRL-a to see how much memory you have available at any given time.
13. Use F8 on your key board to turn the cursor off if you are photographing the screen.
14. To exit from text mode to draw mode use ESC on the key board.
15. To squeeze more IFF files onto a disk eliminate all the info files.
16. Press SPACEBAR to stop fill if it is overflows through gap or you have pressed fill by mistake.
17. Hold down shift key when drawing a square with the rectangle tool it will make the height and width the same.
18. Hold left mouse button down after drawing ellipse and you can rotate it about it's center till it is just right.
19. Press SPACEBAR to finish drawing polygon
20. Left mouse button for painting with brush colour
Right mouse button for painting with background colour

Peter

REPRINTED FROM TUGGARAHA LAKES CUG NEWSLETTER WITH THANKS

Melbourne Commodore Computer Club Inc. President's Report for 1994/95 Year

As the 1994/5 club year draws to a close, we can look back on a period of change, hope and a little sadness. We can look forward to a year of more change, more challenges, and without doubt more enjoyment in using and learning about our chosen computers.

We started the year with some committee positions unfilled. The important one, secretary, was filled most capably by Bob Morrow, who has done excellent service for the club over the year. Nobody in the club was willing to be responsible for the trading table on an official basis, and I think this has been to the detriment of members, as most of us at some time have taken home a bargain from club night. The blow has been softened by the attendance of Ken Young, who usually has brought some of his seemingly inexhaustible supply of computer stuff for us to browse. Maybe an "official" trading table can be organised for the coming year.

I would also like to thank the other committee persons for their work and support throughout the year. George Flanagan has made the books balance again, but more importantly has made available his experience and advice. Dorothy Millard has put in a very productive year, coming up with a well designed, creative and entertaining newsletter each month. This benefits not only our own members, but those in the Commodore community around the world. Shirley Young has assembled an interesting collection of C64 software for each meeting, and has demonstrated and distributed her product with great efficiency. Brett Eden has been available with software and advice for people owning Amigas, assisted in the first half of the year by Darryl Hunter. And a really special job has been done by the father/son team of Grant and Jim Davies. Grant has put in a lot of work keeping our collection of magazines in order, and Jim is well known for his friendly presence at the door on meeting nights, welcoming members and visitors, and selling the very essential raffle tickets. Leonie Parsons has been active with publicity (notice the new faces at each meeting?) and has been involved with month to month planning at committee meetings.

There are of course lots of other people who have helped, especially with demonstrations at meetings, and I would like to thank them all. I hope that some of them will consider taking over a more formal role in the running of the club in the year to come. As well as providing the services that the club has offered in the past, we will also need help in deciding the direction the club should go in the future.

At the start of this report, I mentioned change, hope and sadness. The change has been in the direction of the club, brought about by the change in the composition of the club members. Most new members have been owners of C64 type Commodores, and we have found that members who own Amigas have been steadily deserting us in favour of IBM machines. It seems likely that this trend will continue, leading to the sadness of losing some very long-term members and friends from our midst. Yes, it is sad, but in another way it may give some hope as well. Those newer C64 members seem to be more committed to their machines than the former Amiga members. There has been ongoing discussion over the year about the desirability of becoming another Commodore/IBM club, and this has worked to some extent for other clubs, but the final answer is still in the members' hands. After all, we are a democratic organisation!

So I would like to thank you all for an enjoyable year, and urge you to get involved with some aspect of the club in the year to come. I think that the Melbourne Commodore Computer Club still has a lot to offer its members, and I look forward to the challenges ahead with great interest.

SWAPS

Below is an extract from a letter received from Peter Ramm:

"... I am looking for new/more C64 people to swap things with. I have a fairly extensive collection of C64 magazines such as Zzap 64, Commodore Format, etc., folders of game pokes/cheats/maps/etc. and a huge number of games/utilities, etc. that I'd like to swap with other C64 owners and users..."

"I guarantee to reply to all letters/swappers quickly, and send them what they want (if I have it)..."

Should you be interested in writing to Peter his address is 63 Alma Street, Rockhampton, Qld, 4700.

Loadstar Disk Magazine for C64 & C128 Users

We have received a letter from JDB Software, stating that they have been appointed the exclusive distributors of "LOADSTAR" in Australia and New Zealand. Subscription rate will be Aust\$120.00 per year which means only \$10 per month (previous rate Approx Aust\$180). You can choose to purchase "LOADSTAR" either monthly, 3 monthly, 6 monthly, yearly or two yearly. Subscription rates are as follows:

Aust\$12.50	Current issue (single issue)
Aust\$36.00	3 monthly subscription (3 issues)
Aust\$66.00	6 monthly subscription (6 issues)
Aust\$120.00	Yearly subscription (12 issues)
Aust\$200.00	2 yearly subscription (24 issues)

Until the end of March 1995 all subscribers will have the chance to receive their disks for free for a year by going into a draw. Note "Commodore Network" magazine subscribers can get their yearly subscription for only August\$108.00, saving 10%.

As a further incentive any new or present subscriber who can get five friends or relatives to subscribe will receive a free subscription. If the club can organise at least 5 members to take out subscriptions then 10% can be deducted of ALL those subscriptions, so if you are interested let the software librarian know, so arrangements can be made. In addition everyone subscribing before March will get issue #128 (January 1995) FREE.

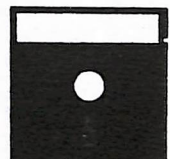
Back issues are also available. Correspondence should be addressed to John Buckingham, JDB Software, P.O.Box 244, Warilla, NSW, 2528. See the Secretary if you would like to peruse the letter.

FROM THE CLUB SHOP (alias Pedlar)



BLANK
DISKS

5 1/4"	_____	\$6 for 10
3 1/2" Double Density	_____	\$9 for 10
3 1/2" High Density	_____	\$9 for 10



Please help by bringing the right money if possible

Melbourne Commodore Computer Club Inc.

Financial Report for 1994/95 Year

28th Feb. 1994

\$ 362.69

+ 60.00

+ 360.00

782.69

- 330.00

\$ 452.69

Bank Balance

Cash in Hand

Pedlar's Tin

Next Year's Room Hire

Total

Next Year's M/s Fees

End of Year Position

15th Feb. 1995

\$ 618.90

+ 63.50

+ 40.00

+ 192.00

914.40

- 360.00

\$ 554.40

Receipts 1-3-94 to 15-2-95

1994/5 M/s Fees	\$ 565.00
1995/6 M/s Fees	360.00
Visitors Fees	252.00
Club Disk Sales	230.00
Raffle	219.00
Disk Sales 3.5 in.	81.00
Disk Sales 5.25 in.	42.00
Pedlar commission	93.80
Commodore Network	124.00
Bank Interest	10.73
Miscellaneous	11.60

Total Monies Received 1989.13	
94/5 M/s paid 93/4	+ 330.00
95/6 M/s paid 94/5	- 360.00

Adjusted Receipts 1959.13

Expenditure 1-3-94 to 15-2-95

Newsletter Printing	\$ 660.00
Newsletter Postage	269.80
P.O. Box Rental	39.00
Corporate Affairs	32.00
Computer repairs	143.00
Disk Purchases 3.5 in.	138.80
Disk Purchases 5.25 in.	61.50
Hire/2 of Courtyard Room	192.00
Commodore Network	87.50
Bank FID & BAD Taxes	11.82
Miscellaneous *	54.00

Total Monies Paid	1689.42
Room Hire 94/5 paid 93/4	+ 360.00
Room Hire 95/6 paid 94/5	- 192.00

Adjusted Payments 1857.42

Surplus for Financial Year 1959.13 - 1857.42 = \$ 101.71

*Supper \$19.7, Library \$11.9, Secretary \$15.15, Other \$7.25.

Treasurers Report.

The secretary has received more 1995/6 membership fees since the last banking on 15/2/95, but these apply to the next financial year, so will not affect the above. The Courtyard Room hire has been increased to \$384 for 1995/6, but may now be paid in two instalments, so only half has been paid at this time. This is also assigned to next financial year, so the final surplus is valid.

The Club has no investments and no liabilities. Copies of a table of monthly receipts and payments will be available at the meeting and all books will be available for inspection.

The Club is in a satisfactory financial position, having assets including computers, printers, TVs, Magazine Library, a C-64 Disk Library and an Amiga Disk Library as well as a stock of new disks. Although not in a position to purchase more computer hardware, this is not a serious problem, because at current prices most members can afford the equipment they want and are happy to demonstrate new hardware or software at our meetings.

George Flanagan
Hon. Treasurer.

EXPOSING BASIC IN A C64

PART 2b

By Elaine Foster

There was a small error in Part 2a under "OTHER USEFULPOKES", and you can see how even small typing errors are catastrophic in programming.

```
POKE49,PEEK(47):POKE50:PEEK(43)
```

ought to have been:

```
POKE49,PEEK(47),POKE50:PEEK(43)
```

A small difference, but oh my. The colon tells the computer that's all there is, but the computer knows that if you want to POKE something into location 50, you have to say what it is. The comma does that. Without it you have an ERROR. In this case, as in most others, you would be able to debug it if you know your Basic well. Swot on it!

1. POKES, PEEKs and SYS

A. COLOURS

B. OTHER USEFUL POKES:

(These were covered last month)

C. SYS

SYS is just a command for a programme to start at a certain address. For example, if I had a small programme written at location 900 which changed screen colour, then if in direct mode I entered SYS900 the screen would change to that colour. This is a fairly advanced thing, but useful even at a beginners level for some things.

SYS48578: 'INPRT' etc.

For example, let's say you wrote the simple programme,

```
10 PRINT"HELLO"  
20 PRINT"GOODBYE":SYS48578  
30 PRINT"HELLO AGAIN"
```

and you would run it, it would tell you that that SYS48578 appeared in line 20. Try this and see! This can be immensely useful for trouble shooting (debugging). There is a nice variation of this. If we enter the variable TE=48578 at the beginning of a programme, then whenever we want to trace a given line number, just use SYSTE. Indeed, although the computer ignores all variable names over two characters, you could say TEM=48578 and then use SYSTEM in your tracing. This is rather cute, wouldn't you say, and prevents you from having to look up that complicated number again and again.

Incidentally, another very useful debugging aid is to insert :STOP: anyplace in

any line. The programme will run up to that point and then tell you the line where it stopped. If you change *nothing* you can enter CONT and the programme will keep running. If not you will get a ?CAN'T CONTINUE ERROR.

In other cases you can activate things already in the automatic memory not normally available to you. Eg, SYS64738 will reset the computer (nearly) completely, but a reset switch is better especially when you want to break out of a game or something. SYS64760 will reset faster, while SYS64767 will reset but leave the same screen colours, which can be useful.

And then there are a lot of things you can do with the CTRL key. For example, if you have run something and you find that you can no longer switch upper/lower cases by pressing C= and SHIFT, enter CTRL I and you will be able to. Or PRINTCHR\$(9), but I shall not get around to CHR\$ yet.

SYS42115 'MAIN'

This was used in the 'REPLACING READY.' article, and will be looked at again in an improved version of that in Part III of this series. It is essentially 'Warmstart' and unlike the other resetting SYSS, it doesn't affect much. It simply allows you to execute statements already provided. In the case of the Replacing READY. thing, we POKEd locations 631-640 and we wanted to have the computer actually put those things into action when the programme 'ended'. That is what SYS42115 did. Amazing, huh? The only problem was that for some reason beyond my simple understandings of this subject, that SYS inactivated some cartridge (ARC) functions. But simply pressing the RETURN restored them. Easy enough, and well worth it.

There is a wealth of other SYSS possible. Anyone who wants to do programming should see "Mapping The Commodore 64", and that has lots of them.

2. ARTIFICIAL INTELLIGENCE

I can only get started on this now, but here is enough to allow you to play around and have fun.

A. INPUT

This is immensely useful, because it allows the machine to ask you a question, and to store the answer. This can make it appear rather cunning.

```
10 PRINT"[clr]":REM CLEARS THE SCREEN
20 INPUT"HELLO. WHAT IS YOUR NAME";NA$
30 PRINT"HI, "NA$", I'M GLAD TO MEET YOU"
```

The machine asks the question *and* supplies the question mark, and stores the answer in string variable NA\$. In line 30 that answer is used in a reply. If the answer were to be only a number, no letters, you could leave off the \$. In that case, if say you had INPUT"How many people in this room";N and you entered a letter instead of a number it would tell you: ?REDO FROM START. This is not a syntax error but the computer is telling you that it is expecting a number, not a letter. Type a number instead and then proceed as before.

If you type an answer to an INPUT statement remember you can only use two screen lines. And more than that will produce an ?EXTRA IGNORED. In this case,

you could have used any other variable name of one or two (not more) letters, but NA\$ seems appropriate for a name. You have the whole alphabet of single letters available, then all of the ways you can arrange two letters or one letter and a number, so you would never expect to run out of variable symbols. Indeed, a problem can be to keep track of them; there are answers for that too, eventually.

Normally you can only use an INPUT statement from within a programme. It won't allow you to enter it just from the keyboard. But if you use that POKE58,0:INPUT[etc] then it will be possible. You can do all kinds of things if you know how...

B. IF... THEN

This enables the machine to look really clever. It says that if one thing is true then another can happen. For example in the above programme, change the line and add:

```
30 IFNA$="JIM"THEN50:REM THE SAME AS 'GO TO LINE 50'.
40 IFNA$="ELAINE"THEN60
50 PRINT"HI, "NA$", HAVE YOU BEEN A GOOD BOY TODAY?":GOTO100
60 PRINT"HI, "NA$", HAVE YOU BEEN A GOOD GIRL TODAY?
100 END
```

You can easily see that depending whether the answer to lines 50 or 60 was "yes" or "no", line 100 could take it on from there with other seemingly intelligent statements. The fact is, of course, that the machine is stupid and does only exactly what you tell it to do. But it can mimic reason remarkably well if you think of all possibilities. Try your own.

As an alternative to line 30 you might have

```
30 IFNA$="JIM"THENPRINT"HI, "NA$", HAVE YOU BEEN A GOOD BOY
TODAY?":GOTO100
```

And so on and on. Without that terminal GOTO100, it would have repeated lines 30 and following

Of course you could have reduced the amount of typing still further (and so the programme length) by assigning a variable to represent words common to both lines, eg try inserting line 15 in the original:

```
15 A$=", HAVE YOU BEEN A GOOD "
```

So, new line 30 becomes

```
30 IFNA$="JIM"THENPRINT"HI, "NA$A$"BOY TODAY?":GOTO100
```

and so on.

See the idea? Go try it yourself!

There is an immense amount that can be done with Artificial Intelligence, particularly with the new mega-memory machines, but even for the '64 there is something. See the "Eliza" programme which will be appearing on a Club Disk one day. It's clever but still primitive, because intelligence chews up lots of space, and the 64 doesn't have much.

Melbourne Commodore Computer Club Inc.
MEMBERSHIP RENEWAL 1995
1st March 1995 to 28th February 1996

Name: _____

Address: _____ Postcode: _____

Telephone (Private) _____ (Business) _____

Other Family Members who will attend meetings (Please tick box if that member requires a membership card)

NAME _____ () NAME _____ () NAME _____ ()
NAME _____ () NAME _____ () NAME _____ ()

I enclose \$ _____ being for a yearly family membership. Signed _____

FEES: \$35 Family Membership - \$30 if paid before 28th February 1995

Committee Use Only:

Date Rec:

Cash/Cheque \$

Membership Nos.

Use this form to ensure your benefits as a current member
and to ensure you don't miss future editions of the newsletter.

Please answer the questions on the reverse to assist us in running your club.

Melbourne Commodore Computer Club Inc.
NOMINATION FORM
Annual Election of Committee 1995

I wish to nominate _____ for the position of _____

Nominator Name _____ Signature _____

Seconder Name _____ Signature _____

I _____ agree to my nomination for the position of _____

Signed _____

The following positions become vacant at the A.G.M. on 8th March 1995:

President

Secretary

Treasurer

Editor

Disk Librarian (C64/128)

Disk Librarian (Amiga)

Pedlar

Magazine Librarian

Publicity Officer

General Committee Members

If you are interest in, or wish to nominate anyone for, any of the above positions, please complete the above form and hand it to the Secretary or any Committee Member.

Melbourne Commodore computer Club Inc.

Questionnaire

Please answer the following questions by circling your response or completing as necessary:

Computer(s) used: _____

Modem: Yes/No Printer: (type) _____

What is your computing experience?

Raw Beginner

Intermediate

Fairly Experienced

Expert

What would you like to see demonstrated? (detail) _____

Would you be prepared to demonstrate equipment or software, or know of anyone who would? (detail) _____

Any other comments: _____

THANK YOU FOR YOUR HELP

Dealer Directory		
McGILLS AUTHORISED NEWSAGENCY 187 Elizabeth St., Melbourne (602-5566) COMPUTER BOOKS DISCOUNT 10%	MEGATRON COMPUTER INDUSTRIES 62 Charter St., Ringwood (870-4844) <i>All Commodore Computers Serviced</i> 10% DISCOUNT ON LABOUR CHARGE	MAXWELL OFFICE EQUIPMENT 162-164 Nicholson St., Abbotsford (419-6811) 10% DISCOUNT ON SOFTWARE
NOVO COMPUTER HARDWARE P.O.Box 237, Mayfield, NSW, 2304. (049-201102) MEMBER DISCOUNT	TECHNICAL BOOK AND MAGAZINE CO. 295 Swanston St., Melbourne 663-3951 <i>Computer Books (not Magazines) and Selected Software</i> DISCOUNT 10%	M.V.B. COMPUTER SUPPLIES 586 Dorset Rd., Croydon (725-6255) GOOD PRICES AND FRIENDLY ADVICE
COLLINS BOOKSELLERS 401 Swanston St., Melbourne 654-3144 COMPUTER BOOKS ONLY DISCOUNT 10%		PRESTON ELECTRONIC COMPONENTS 217 High St., Preston 484-0191 10% DISCOUNT
To obtain the stated discount you should produce your current club membership card.		

C-128 Pokes

POKE	EFFECT
24,1	MAKE LISTING "GARBAGE"
24,27	DISABLE THE ABOVE
24,37	DISABLE LINE NUMBERS DURING "LIST"
24,27	ENABLE LINE NUMBERS DURING "LIST"
24,53	CAUSE SYSTEM LOCK-UP
24,27	DISABLE THE ABOVE
208,0	CLEAR KEYBOARD BUFFER BEFORE INPUT
241,X (X=1-16)	CHANGE CHARACTER COLOR
775,171	CRASH ON "LIST" COMMAND
775,81	DISABLE THE ABOVE
775,139	DISABLE LIST
775,81	ENABLE LIST
775,200	ENABLES LINE NUMBERS ONLY ON "LIST"
775,81	DISABLES THE ABOVE
792,125	DISABLE RESTORE
792,64	ENABLE RESTORE
808,98	DISABLE RUN/STOP & RESTORE
808,100	DISABLE RUN/STOP
808,110	ENABLE RUN/STOP
808,222	DISABLE RUN/STOP & RESTORE
808,110	ENABLE RUN/STOP & RESTORE
808,233	DISABLE RUN/STOP
808,110	ENABLE RUN/STOP
816,0	DISABLE LOAD
816,108	ENABLE LOAD
818,180	DISABLE SAVE
818,78	ENABLE SAVE
819,245	DISABLE THE ABOVE
2592,0	DISABLE KEYBOARD
2592,10	ENABLE KEYBOARD
2594,64	DISABLE REPEATING KEYS
2594,255	ENABLE REPEATING KEYS
2594,0	ENABLE SPACE/DELETE/CURSOR KEYS REPEAT
53265,11	SCREEN BLANKING
53265,27	DISABLE THE ABOVE
53296,1	ENABLE FAST MODE (2 MHZ)
53296,252	ENABLE SLOW MODE (1 MHZ)
53220	JOYSTICK PORT 1
56231	JOYSTICK PORT 2
53280,X (X=1-16)	SET BORDER COLOR
53281,X (X=1-16)	SET SCREEN COLOR

Need Help in an Adventure?



Help is available on many adventure games by writing to Dorothy Millard, 12 Venetian Court, Croydon, Vic. 3136. Please enclose a large stamped addressed envelope. You can also ring her on (03)725-0682 any day until 5.00 p.m. then between 7.00-9.00 p.m.

Hint Sheets/Solutions are also available for over 600 games for a small fee to cover expenses. Contact Dorothy for a list.

IT graduate finally lands a job..



Tea and coffee is available free of charge at each meeting in the kitchen, which is opposite the entrance.

Please help yourself and when finished wash, dry and put away your cup. Thank you.



Melbourne Commodore Computer Club Inc.

If undeliverable return to:
P.O. Box 177,
BOX HILL, Vic. 3128.



Mr. R.J. Alphey,
439 Punt Road,
Richmond, 3121.

There is a new sickness sometimes called. "Mechanical, disillusion mentality," which is affecting a few teenages and adults who spend countless hours writing computer programs. The symptoms seem to be a general loss of interest or ability to interact with people on the informal terms that people do tend to use. They can no longer follow instructions unless they are perfectly stated, and they have no tolerance for discussions with people who relate a story imprecisely or in the wrong order.

I am not like that - I am willing to listen or read your contributions, Editor.

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